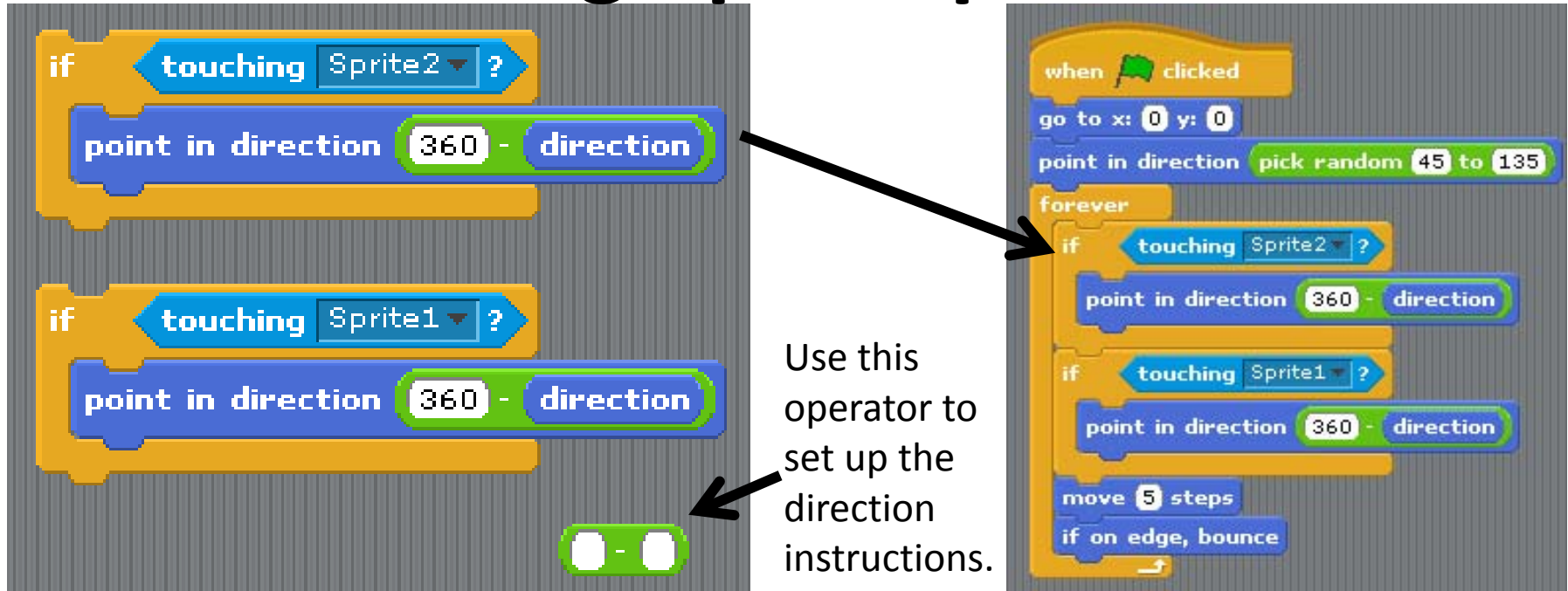


Setting up the paddles



The image displays two Scratch code snippets. The left snippet shows two 'if touching' blocks for 'Sprite2' and 'Sprite1', each followed by a 'point in direction' block with the expression '360 - direction'. The right snippet shows a 'when clicked' event block followed by 'go to x: 0 y: 0', 'point in direction' with 'pick random 45 to 135', and a 'forever' loop containing two 'if touching' blocks for 'Sprite2' and 'Sprite1', each followed by 'point in direction' with '360 - direction', and a 'move 5 steps' block with an 'if on edge, bounce' block. A black arrow points from the '360 - direction' expression in the left snippet to the 'point in direction' block in the right snippet. Below the arrow, text reads: 'Use this operator to set up the direction instructions.' A small inset shows a green '360 -' operator block.

Use this operator to set up the direction instructions.

1. You need to create an **IF statement** for the behaviour of each sprite, within the ball sprite.
2. Select the ball (**sprite3**), create the statements above.
3. **Move** them into the correct place in the ball script.
4. Don't forget to **test** that they work!